AUCTION BRIDGE IN TEN LESSONS

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GRACE C. MONTGOMERY

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AUCTION BRIDGE
IN TEN LESSONS

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AS PLAYED SINCE
THE ADOPTION OF THE NEW COUNT

BY
GRACE G. MONTGOMERY

NEW YORK
CHARLES SCRIBNER'S SONS
1912

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Published November, 1912

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I DEDICATE THIS LITTLE BOOK

TO MY PUPILS

FOR WHOSE HELP AND GUIDANCE

I HAVE WRITTEN IT

AND IN REMEMBRANCE OF

THE MANY PLEASANT HOURS WE HAVE

PASSED TOGETHER

PREFACE

THE principles of the game of Auction Bridge have been so well elucidated and expressed by well-known authors, both American and English, that there would seem but little for me to write about, nor shall I attempt to add much to what has already been written, my only desire being to put these principles before my readers in such a form as to be easily comprehended by all.

The plan I have adopted has seemed to me to be clear and concise.

It answers the many questions that are continually being asked in class and over the card-table and tells the reason "why."

If each lesson is learned and understood thoroughly before passing on to the next, by the time the last one is mastered the student will have acquired a good fundamental knowledge of the game.

He will know with what strength he should make

his original declarations and when to assist his Partner, also he will have acquired a thorough knowledge of how to estimate the worth of his cards both for attack and assistance.

This knowledge will enable the Player to avoid over-bidding his hand, a fault which entails greater losses than any other.

I shall deal with the game as it is played to-day, all declarations and inferences being based on the new values of the suits.

The "New Count" has materially changed the declarations, bringing the black suits into game-making prominence and making a much more evenly balanced game.

It is with these declarations and with the inferences they convey that the earnest student would do well to become thoroughly familiar, for it is by them that the game is most vitally affected.

A WORD IN EXPLANATION

WITH the kind permission of the Whist Club of New York, their latest laws and amendments relating to Auction Bridge, will be found in the back of this book.

I have not thought it necessary to describe the formation of tables, scoring of the game, etc., as all necessary information on these points is embodied in their rules, but the statement I give of the new trick values may be found convenient for those who are not thoroughly familiar with them.

Trick Values

EACH TRICK OVER SIX

Spades . . .	2	
Clubs . . .	6	Five tricks (over the book of six) to make game.
Diamonds .	7	
Hearts . . .	8	Four tricks (over the book of six) to make game.
Royals . . .	9	
No Trump	10	Three tricks (over the book of six) to make game.

These new laws and amendments to the old ones, were made necessary when the Club adopted the new trick and Honor values known as the "New Count," and these laws are recognized and accepted throughout the United States as the final authority.

All questions should be decided by them. I wish I could impress upon all Players of Auction how much more interesting it would make the game if all the laws were strictly observed and all penalties exacted.

There seems to be a false idea prevalent, among non-money players especially, that to exact a penalty is to take a mean advantage and is an ungracious act.

On the contrary, the strict observance of the rules and the rigid exaction of all the penalties makes the game a real contest and causes the Player to be keener and more careful in his play, which in the long run will help his game materially.

Each law, and if broken, its penalty, should be

studied and memorized in order that the Player in fault can be penalized *correctly* without the usual discussion.

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AUCTION BRIDGE
IN TEN LESSONS

FIRST LESSON

THE OPENING DECLARATION BY THE DEALER

For what should the Dealer look when he opens his hand?

High cards, suits headed by Aces or Kings.

But should his hand contain no particular suit strength nor enough Aces or Kings to make a declaration?

Then he must declare the safety bid of "One-Spade," as it is mandatory that he make some announcement.

Examples of "One-Spade" Hands

♥ J 10 7 5 2	♥ K 10 8 2	♥ A K 2
♦ A 8 4 3	♦ J 9 7	♦ J 10 7 5 3
♣ 6 5	♣ Q 6 3	♣ 8 7 6
♠ Q 2	♠ 8 5 4	♠ Q 8

Why is the call of "One-Spade" a safety bid?

Because a law has been made to protect the Dealer should he be left in with this declaration and fail to fulfil his contract. His loss is limited to 100 points, whether doubled or not, regardless of the number of tricks which may be made against him.

With what strength should a "Two-Spade" declaration be made?

Two Spade tricks in high cards, that is, Ace, King, or King, Queen, small, or Ace, Queen, Jack, and some outside strength, thus showing an assisting hand for a Royal or No-Trump declaration by the Partner.

This declaration should be considered as informatory only, and should never be left in by the Partner if his hand holds the nucleus of a make, for the Dealer is now liable for all the tricks that may be made against him if he fails of his contract.

Examples of "Two-Spade" Hands

♥ K 10 8 6	♥ 5 3 2	♥ Q 4 3
♦ 4 3	♦ 8 6 4	♦ K J 10
♣ 10 9 8 2	♣ K Q 3	♣ 6 5 2
♠ A K 2	♠ A Q J 2	♠ K Q 8 4

There are certain clubs and localities where a "Two-Spade" declaration is made on a hand which holds what is known as "general protection," and is considered as an invitation to a No-Trump make.

This will be found to be a dangerous practice in the long run, as "general protection" is a vague term, and to gauge the strength necessary for a No-Trump declaration with such indefinite information as it conveys, is extremely difficult.

It makes it impossible for the Partner to declare Royals (when holding long low Spades) with any degree of certainty, as no sure tricks in any one suit are promised.

Whereas, if a "Two-Spade" bid means two tricks in high Spades, the Partner holding five Spades to Jack or 10 can call a Royal with safety.

With what strength should a "One-Club" declaration be made?

As Clubs are now a game-making declaration (five tricks over the book of six making game), a hand should have both length and strength in this suit to warrant its holder in declaring it. It

should indicate a hand worth five tricks (three of them being in the trumps), as the Partner may raise the original call if his hand is not strong enough for a more valuable make.

Must this suit be headed by high cards?

Yes; a Club should never be declared unless holding the first or second trick of the suit, that is, either Ace or King, Queen.

Examples of "One-Club" Hands

♥ 8 3	♥ K Q 5	♥ 6 4
♦ A 6 2	♦ 5 4	♦ 10 8 3
♣ A Q J 5 3	♣ A K 10 4	♣ K Q 8 4 3
♠ 10 8 2	♠ J 10 6 3	♠ A 6 2

Why are the high cards so important if the suit is protected with length to the Queen or Jack?

Because the Partner may change the declaration to one of higher value, at which the game can be more easily won, relying on one, or probably two sure tricks in the Clubs.

Such tricks are not assured if the suit is only Queen or Jack high, for before such a suit is established it will probably be trumped, or in the case of a No-Trump declaration, the strong hand will probably be exhausted of the Clubs and have no way of putting the lead into the hand with the established length.

With great length to the Queen or Jack (that is, six or seven in all), the Clubs can be shown on the second round of bidding if it seems advisable.

The Partner is not deceived then, and realizes that the suit has length, without strength, for if it had held either top Honor it would have been declared on the first round.

Should the Partner always change a Club declaration to one of higher value if he can do so?

Yes, unless the score is such that it requires only one or two Club tricks to make game, in which case he allows the declaration to stand, or raises it if necessary, playing for the sure game with this suit as trump.

With what strength should a "One-Diamond" declaration be made?

The same as with Clubs—a hand worth five tricks, three of them being in the trump suit, and the suit headed by either Ace or King, Queen.

Examples of "One-Diamond" Hands

♥ 8 5 3	♥ 10 2	♥ A K 8 2
♦ A Q J 7 5	♦ K Q 10 7 6	♦ A Q 8 4
♣ K J 4	♣ A 5	♣ 6 4
♠ J 2	♠ J 10 6 2	♠ 8 5 3

Why are Clubs and Diamonds declared with the same strength?

Because both declarations require the same number of tricks to make game (five tricks over the book of six) and both declarations convey the same information to the Partner.

Are these two declarations an invitation to the Partner for a No-Trump bid?

No, but an encouragement toward any better declaration which he may be able to make, and

one which would require fewer tricks to win the game—the ultimate object of every hand played.

With what strength should a "One-Heart" declaration be made?

On any good Bridge declaring hand containing not less than four tricks (better five), with three of them in the trump suit.

This declaration implies a desire to play the hand with a Heart trump, and *discourages* rather than *encourages* a No-Trump bid by the Partner.

Is it necessary to have the Ace or King of this suit?

Of course it makes the hand stronger to hold these cards, but they are not absolutely necessary if the hand holds outside strength. A five-card suit headed by Queen, Jack, 10, or Six to Queen, Jack, may be declared if the hand holds sufficient outside strength to compensate for the missing Ace and King.

A four-card suit may be declared *only* when it contains two or three top Honors.

Examples of "One-Heart" Hands

♥ K Q 8 3 2	♥ A K Q 6	♥ Q J 10 6 3
♦ A 10 5	♦ 8 5 2	♦ A 10 2
♣ 5 3	♣ Q 8 4 3	♣ 6 4
♠ Q 9 8	♠ 6 2	♠ Q 8 4

With what strength should a "One-Royal" declaration be made?

The same as with Hearts—a hand worth four tricks (better five), with three of them in the trump suit. This declaration is also a *discouragement* to a No-Trump make by the Partner.

Examples of "One-Royal" Hands

♥ Q 6 2	♥ A 8 5	♥ 4
♦ 3 2	♦ Q 6 3	♦ K 2
♣ K 3 2	♣ 8 4	♣ Q 10 8 3
♠ K J 10 5 4	♠ A J 10 6 3	♠ Q J 8 7 3 2

Why are Royals and Hearts declared with the same strength?

Because both declarations require the same number of tricks to make game (four tricks over the book of six), and both show the same desire to play the hand with the trump as bid.

Is it ever wise to make an original bid of "two" tricks on a trump declaration?

Rarely, and then only when holding a powerful, long, *unestablished* suit without other strength.

The hand must be worth at least six tricks, for the Dealer is usually left in with his bid and must be able to fulfil his contract with but average assistance from the Partner.

Examples of Original "Two-Heart" and "Two-Royal" Hands

"TWO-HEARTS"	"TWO-ROYALS"
♥ K Q J 10 8 2	♥ 8 3
♦ Q J 8	♦ J 10 8 4
♣ 8 4	♣ ———
♠ 6 2	♠ K Q 10 9 8 7 2

For what reason is this bid made?

Before the revision of the trick values this call was made for two reasons:

First.—To show the Partner a *powerful, unestablished* suit, without entry cards, and to warn him against changing the bid.

Second.—To shut out any bids in the black suits by the Adversaries which might enable them to call No-Trump if either one held command of the original trump bid.

Now that the black suits have gained so much in value by the "New Count," these original "shut-out" bids are unnecessary, and should never be made except in Hearts and Royals, and then only with *very exceptional* hands with which a possible game could be won.

Unestablished length in Clubs and Diamonds can be shown on the second round of bidding if necessary.

With what strength should a "One No-Trump" declaration be made?

On any good Bridge No-Trump hand. That is—Four Aces always.

Three Aces always (unless holding a strong Heart or Royal make) regardless of the weakness of the rest of the hand.

Two Aces, with another protected suit.

One Ace, with two other suits, King high—or holding a long suit that can be easily established, and a third suit, protected.

The minimum strength on which a "One No-Trump" can be declared is three tricks.

Of what must these three tricks consist?

Of Aces and Kings, but three suits *must* be protected by them.

Examples of "One No-Trump" Hands

♥ A K 3 2	♥ K J 8 3	♥ 10 9 8 3
♦ K Q 6 4	♦ J 10 6 4	♦ A 8 2
♣ Q J 6	♣ K 2	♣ A 10 8
♠ 8 4	♠ A J 5	♠ A 8 5

Is it essential that any particular suit be guarded?

No; as all suits are now game-makers, the Adversaries will over-call a "One No-Trump" bid if they have sufficient strength in any suit to do so.

Must a No-Trump hand contain Aces?

Not if all four suits are well protected by high Honors.

Examples of "One No-Trump" Hands without Aces

♥ K 8 7	♥ Q J 6 3	♥ K 2
♦ K Q	♦ K J 4	♦ Q J 8 6 4
♣ Q J 9 6	♣ K Q 8	♣ K J 10
♠ K J 8 6	♠ K 10 3	♠ K 8 3

Why can a No-Trump declaration be made on a hand containing fewer tricks than one on which a Trump bid could be made?

In the first place, because a light No-Trump make is seldom left in unless the Partner holds the supplementary cards, for with the new suit values he can change the bid to any of the four suits, and does so if his hand offers inadequate assistance.*

In the second place, while the No-Trump declaration is not the all-powerful one it was formerly, it still possesses many advantages.

* See "Declaration by the Third Player."

It requires fewer tricks to make game (only three over the book of six being necessary).

It forces the Adversaries to a two-trick call.

And, above all, if the contract is not fulfilled the loss is no greater than it would have been with an equally unsuccessful suit call (50 points above the line in either case).

Then is it advisable to bid "One No-Trump" at once whenever the strength of the hand justifies it?

Yes; unless the hand contains strong Hearts or Royals and weakness in some other suits, then it is wiser to declare either the Heart or the Royal and play for the safer game.

The old Bridge saying, "A sure Heart is better than a doubtful No-Trump," holds good for Auction as well.

Does the state of the score affect the declaration?

At the Rubber game, with the score in favor of the Adversaries, the Player will sometimes bid on a weaker hand than he otherwise would.

He wishes to show any strength which his hand

may hold, in the hope that he and his Partner will arrive at an ultimate declaration and so become the Players if possible.

The Partner, however, must be able to recognize the situation, and should be cautious about supporting such a declaration without adequate assistance.

What inferences then should be drawn from the Opening Declaration?

First.—That a "One-Spade" declaration may mean a worthless hand, or may mean an assisting one, without sufficient strength in any suit to declare it or enough general protection for a No-Trump.

Second.—That a "Two-Spade" declaration indicates a hand which does not contain sufficient length and strength in Spades for a Royal, nor enough general strength for a No-Trump, but offers acceptable support for either declaration by the Partner.

Third.—That a "One-Club" or a "One-Diamond" declaration shows a suit headed by either Ace or King.

A willingness to play it as the trump, and an encouragement to the Partner to declare any make of higher value.

Fourth.—That a "One-Heart" or a "One-Royal" declaration shows a desire by the Dealer to play the suit, as trump, and discourages a No-Trump bid by the Partner.

Fifth.—That a "One No-Trump" declaration shows protection in three or four suits.

A hand worth three tricks at least, in Aces and Kings.

SECOND LESSON

DECLARATION BY THE SECOND PLAYER

If the Dealer has declared "One-Spade," what should govern the Second Player's declaration?

The same rules which apply to the Dealer's original declaration.

The Second Player, however, has the advantage over the Dealer in being allowed to pass, in case his hand does not justify a sound declaration, and he should do so with a doubtful hand.

If the Dealer has declared "Two-Spades"?

The Second Player should over-call with any good suit he may hold,* not only to show a willingness to play it as the trump, but to indicate the suit he wishes to be led to him in case the Third Player wins the make with a No-Trump declaration.

* See "The Opening Declaration by the Dealer."

If the suit is a very strong one and the hand worth six tricks, an unnecessarily high bid of "two" is sometimes a clever one as it shuts out a "One No-Trump" call by Third Player.

If the Dealer has declared "One-Club" or "One-Diamond"?

The Second Player should bid "One No-Trump" if he holds a guarded Honor in the suit declared and has strength in two other suits, but if his No-Trump is a light one it is much wiser to pass and await further bidding.

Should he, however, hold a good suit, it is better to announce it at once, hoping with average help from his Partner to make his contract or to defeat the opponents if they increase theirs.

If the Dealer has declared "One-Heart" or "One-Royal"?

Then the state of the adverse score governs the Second Player's announcement materially.

The declaration shows a desire to play the suit as trump, and if the Adversaries are apt to win the game at either bid, every effort should be made to

thwart them, and the Second Player should bid his hand to its limit.

Should a light "No-Trump" be declared in this position?

Yes, if holding protection in the Adversary's call, *but never without it.*

Why is it dangerous to declare "One No-Trump" without protection in the Opponent's suit if the rest of the hand should justify it?

The danger of such a bid lies in the fact that the Partner takes for granted the protection in the Adversary's suit and (on that assumption) will raise the bid, if necessary, to "Two No-Trump" on an average supporting hand.

Without this necessary protection in either hand, loss is sure to follow.

But if the Second Player holds a hand well protected in three suits, but with insufficient length to declare any of them, his only weakness being in the Dealer's call, how is he to show this strength to his Partner?

A convention now in use covers this situation. An unusually high call in Spades, *i. e.*, "Three-Spades" over a "One-Club" or "Four-Spades" over a "One-Heart" call, indicates a strong No-Trump hand without protection in the Adversary's trump announcement. The Partner should not hesitate to call "One No-Trump" if holding that protection, even if his hand contains little else of value.

Examples of High "Spade" Hands

"FOUR-SPADES" OVER DEALER'S "ONE-HEART"	"FOUR-SPADES" OVER DEALER'S "ONE-DIAMOND"	"THREE-SPADES" OVER DEALER'S "ONE-CLUB"
♥ 8 6 4	♥ A 5 4 2	♥ K Q 6 3
♦ A K 5	♦ 6 5	♦ A 8 5 4
♣ A Q J	♣ K Q J	♣ 5 3
♠ K Q 8 3	♠ A Q J 4	♠ A K 5

But if the Fourth Player does not hold the protection in the Adversary's suit, should he leave his Partner in with the high Spade call?

No, he should change to the longest suit he may hold regardless of its weakness.

He can depend on the strength of his Partner's hand to supplement his length in the trumps, and with the high cards of the other two suits there is little danger of his not fulfilling his contract.

If the Dealer has declared "One No-Trump"?

This declaration often places the Second Player in an awkward position, for he very frequently holds a hand on which he would make the same announcement, but unless he holds a very strong hand he would better pass, hoping to defeat the contract or at least to save the game.

Is it ever wise to over-call a "One No-Trump" with a bid of "Two No-Trump"?

Very seldom, and then only on the Rubber game, when, if the contract is fulfilled, the Rubber is secured; otherwise it is poor policy to incur the responsibility of taking eight tricks against a hand strong enough to have made the declaration ("One No-Trump") originally.

Should a good trump hand be declared over a "One No-Trump" bid by Dealer?

Yes, if the suit is headed by Ace or King and if, with average assistance from Partner, the game is likely to be won.

It is a very doubtful policy, however, to declare "Two-Clubs" or "Two-Diamonds" at a love score, for it requires so many tricks in either of these suits to make game that the better plan is to pass and use the valuable position of Leader to defeat the No-Trump.

Examples of Trump Hands Strong Enough to Overbid a "One No-Trump" Declaration

"TWO-HEARTS"

♥ A K 10 6 4
♦ Q 3 2
♣ 5 4
♠ K 3 2

"TWO-ROYALS"

♥ Q 5 3
♦ 8 4 2
♣ A 3
♠ K Q J 6 5

Examples of Hands on Which It Is Better to Pass, and Defeat the "One No-Trump" Declaration at a Love Score

♥ 8 6 4
♦ A K Q 8 5 3
♣ 10 4
♠ 4 2

♥ 5 3
♦ 6 4
♣ A Q J 9 5 3
♠ A 5 2

Should moderate trump strength be declared over a "One No-Trump" bid by Dealer?

Only on the Rubber game, for this declaration is always a forced one (calling for a two-trick bid), and unless the Partner holds more than average strength the contract is very likely to be defeated.

The usual object of such a call, with many players, is to force the Adversary to a "Two No-Trump" bid, but such practice is both dangerous and futile.

In the first place, the declaration may be doubled; and in the second, if the opponents raise their No-Trump bid the hand does not hold the cards to defeat them.

What is a "forced declaration"?

One which, owing to a previous declaration, is higher than it would have been had it been made originally.

A bid of "Two-Diamonds" over a "One-Heart" call is a forced declaration, as the Player is forced to a two-trick contract to over-bid the Heart.

All trump makes over a "One No-Trump" bid are of themselves forced calls.

What inferences should be drawn from the Second Player's declarations?

First.—That when he makes a suit bid over a "Two-Spade" declaration it indicates a desire to have that suit led to him should a No-Trump be played by Third Player.

Second.—That when he declares "One No-Trump" over any trump announcement, it shows protection in that suit.

Third.—That when he makes a suit declaration over a "One No-Trump" call, it shows a suit headed by either Ace or King, and a hand strong enough to make the winning of the game possible or to defeat the Adversary should he increase his bid.

THIRD LESSON

DECLARATION BY THE THIRD PLAYER

If the Dealer has declared "One-Spade" and the Second Player has passed, what should govern the Third Player in making his declaration?

He should try to change the make, but should feel under no obligation to do so with a poor hand.

With any sound declaration he should always over-bid, for while his Partner's hand may not be an attacking one, it may be an assisting one.

Should a light No-Trump be declared in this position?

No; with declared weakness in the first two hands, strength must lie beyond in the fourth hand and a strong No-Trump is necessary—a hand worth at least five tricks.

It is far safer when the hand is only moderately strong to show a good suit to direct the lead in case the Fourth Player wins the declaration with "One No-Trump."

If the Dealer has declared "Two-Spades" and the Second Player has passed?

Then the Third Player should make a declaration if possible.

The Dealer has taken himself out of the safety bid of "One-Spade" and is liable for every trick made against him should he be left in with his make. He also shows an assisting hand.

How strong a hand is required in this position to make a declaration?

The original declaration has shown two tricks in Spades and some outside help as well, so, with strength in one suit and a protected Honor in another, "One No-Trump" should be called, but holding considerable length in the Spade suit, a "One-Royal" call would be safer, with a better chance for game.

Examples

THIRD PLAYER'S "ONE NO-TRUMP" BID OVER DEALER'S "TWO-SPADES"

♥ 9 5 4
♦ A K 4 3
♣ K J 8 5
♠ 10 8

THIRD PLAYER'S "ONE-ROYAL" BID OVER DEALER'S "TWO-SPADES"

♥ 9 5
♦ Q 9 6
♣ A Q 2
♠ J 10 8 4 3

If the Dealer has declared "One-Club" or "One-Diamond" and the Second Player has passed?

Then the Third Player should change the bid (if he can do so) to one of a higher value, taking fewer tricks to win the game—relying on the Dealer for sure tricks in the suit he has called.

With strength in two of the other suits, "One No-Trump" should be declared, but, holding only a fair hand, with some assistance in the trumps, the original announcement should be allowed to stand, particularly at a score of 18 or over.

Examples

THIRD PLAYER'S "ONE NO-TRUMP" BID OVER DEALER'S "ONE-DIAMOND"	THIRD PLAYER PASSES DEALER'S "ONE-DIAMOND"	THIRD PLAYER'S "ONE-ROYAL" BID OVER DEALER'S "ONE-CLUB"
♥ K Q 5	♥ Q J 4	♥ 10 5 4
♦ 8 3 2	♦ Q 5 3	♦ J 4
♣ A Q 4 3	♣ 9 8 6	♣ Q 8
♠ Q 10 6	♠ A 10 3 2	♠ A K 10 4 3 2

If the Dealer has declared "One-Heart" or "One-Royal" and the Second Player has passed?

The Third Player should rarely change the declaration.

This declaration is one which *discourages* rather than *encourages* a No-Trump bid by the Partner.

Any over-bid indicates but one, or none, in the original suit and great strength in the suit bid.

In the case of an over-bid of "One No-Trump," three strong, outside suits are indicated, or a hand holding four Aces.

Why is a "One-Heart" or "One-Royal" declaration a discouragement to the Partner to bid "No-Trump"?

Because it takes but one more trick to make game with Hearts or Royals than with No-Trumps, and if the Partner holds some assistance in the Hearts or Royals, and some outside strength, the game is assured; whereas, at No-Trump a finesse may go wrong, or an Honor be played through, and thus a whole suit be brought in against the make.

Examples

THIRD PLAYER PASSES DEALER'S "ONE-HEART"	THIRD PLAYER'S "ONE NO-TRUMP" BID OVER DEALER'S "ONE-HEART"	THIRD PLAYER'S "TWO-DIAMOND" BID OVER DEALER'S "ONE-ROYAL"
♥ J 3 2	♥ 6	♥ K 4 2
♦ K Q J 4	♦ A J 4	♦ A K Q 8 4 2
♣ A 3 2	♣ Q J 10 5 3	♣ 10 9 4 3
♠ K 10 8	♠ K Q 8 6	♠ ——

If the Dealer has declared "One No-Trump" and Second Player has passed?

The Third Player allows the declaration to stand, with a hand which will give general assistance,

but with a very strong Heart, or Royal suit, he should always declare it, leaving it to his Partner's judgment to increase his own No-Trump contract, or to leave the suit make in, as a safer attempt at game.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-ROYAL" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"
♥ A K Q 8 4 3	♥ 6	♥ A Q J 8 5 2
♦ 8 5 3	♦ 9 5 3	♦ 10 8 3
♣ K 2	♣ Q 8 4 2	♣ K 5 4
♠ 4 2	♠ K Q J 10 6	♠ 7

But if the Third Player holds a hand which offers little or no assistance to the Dealer's "One No-Trump" declaration?

Then he should over-bid with any suit which he may hold containing five cards, even to the Jack or 10, not with any hope of making a good score, but as the best chance of escaping loss.

This warns the Dealer that the hand offers no assistance except in the suit named and is void of entries as well.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-CLUB" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-DIAMOND" BID OVER DEALER'S "ONE NO-TRUMP"
♥ 10 8 7 4 3	♥ Q 10 5	♥ 8 5 4
♦ 8 5 2	♦ 8 6 4	♦ J 10 4 3 2
♣ 9 8	♣ Q J 8 3 2	♣ ——
♠ J 10 2	♠ 6 4	♠ 8 7 6 5 2

Is it not dangerous to make a two-trick contract on so weak a hand?

Not so dangerous as leaving in a "One No-Trump" make that may be a light one.

The No-Trump declaration by the Dealer is such a desirable one, that it is often made on the minimum strength (three tricks), relying on average assistance from the Partner.

Not holding this assistance, it is much safer for the Third Player to indicate his weakness by declaring any suit of which he has moderate length provided it contains five cards.

The final declaration is then left with the Dealer, whether to accept or to ignore this warning.

If the Third Player's hand is a worthless one and holds no five-card suit?

Then he must pass, for an increase of contract on such a hand is plainly impossible.

Hands with Which an Original "No-Trump" Should Be Passed by Third Player

♥ Q 10 4 3	♥ 10 4 3	♥ 9 6 4
♦ 8 6 5 2	♦ K 8 4 2	♦ 8 5 2
♣ J 8 3	♣ 8 3 2	♣ Q 8 4 3
♠ Q 4	♠ 7 6 5	♠ 10 4 2

If the Dealer has made a "One-Club" or a "One-Diamond" declaration and has been over-called by the Second Player, what governs the Third Player's bidding?

The strength of his hand and the protection he holds in the suit named by the Second Player.

If, holding a well-guarded Honor in that suit and strength in another, he should not hesitate to make a "One No-Trump" announcement, relying on his Partner to take care of his own suit.

If his hand offers no protection in the Adversary's make, but holds two tricks, and at least two cards of his Partner's suit, he should raise the bid, and continue to do so, with each additional trick his hand may hold.*

If the Dealer has made a "One-Heart" or a "One-Royal" declaration and has been over-called by the Second Player?

Then the Third Player should raise the original bid if he holds the requisite strength.

Any change he may make indicates that his hand holds but one, or none, of his Partner's suit and also great strength in the suit to which he has changed.

How would the state of the score affect such a declaration?

With a love score on the first game and the Dealer's "One-Royal" having been over-called by "Two-Clubs," the Third Player, holding considerable Club strength, should hesitate before raising the "One-Royal" make (unless with so strong an

* See lesson on "The Count of an Assisting Hand."

assisting hand that there is a good chance of making game).

It is very unlikely that the Opponents will win the game on their Club declaration, and there is a possibility of defeating them; but, let the score be in favor of the Opponents, and their contract, if fulfilled, mean game—then the Third Player should bid his hand to its capacity.

If the Dealer has made a "One No-Trump" declaration and has been over-called by the Second Player?

The Third Player should count his hand very carefully before raising this call.

Protection in the suit named by the Second Player, and another suit of considerable strength, are absolutely necessary to increase this No-Trump call, for, to repeat again, original No-Trumps are often very lightly made.

What is sufficient protection in the Adversary's suit?

An Ace or King, with one or two small ones, or Queen, with three or four, if the over-call has been

made by the Second Player, but strength in another suit as well must be held to justify a "Two No-Trump" call.

Example

THIRD PLAYER'S
"TWO NO-TRUMP" BID
OVER SECOND PLAYER'S
"TWO-HEART" BID
OVER DEALER'S
"ONE NO-TRUMP"

♥ K 10 2
♦ A Q 4 3
♣ J 10 8 6
♠ Q 2

How is the Third Player to indicate a strong supporting hand without Protection in the Adversary's suit?

By bidding two tricks in his most valuable suit.

This shows his Partner an assisting hand and the absence of protection in the adverse call.

This declaration should not be confused with the protective suit call made by the Third Player when his hand offers *no assistance* to the Dealer's "No-Trump."

In the first instance, the Second Player has passed, and the responsibility of taking his Partner out of a losing make is left to the Third Player.

In the second instance, the Second Player has over-bid the Dealer's "No-Trump," and there is no obligation for the Third Player to make any announcement unless he holds a strong hand and can assist his Partner toward a game-making declaration.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER SECOND PLAYER'S "TWO-DIAMOND" BID OVER DEALER'S "ONE NO-TRUMP"

♥ A K 6 4
♦ 6 4
♣ K J 10 5
♠ Q 5 3

THIRD PLAYER'S "TWO-DIAMOND" BID OVER SECOND PLAYER'S "TWO-CLUB" BID OVER DEALER'S "ONE NO-TRUMP"

♥ A 5 4 3
♦ K Q 10 4 2
♣ 5 4
♠ 8 2

What inferences should be drawn from the Third Player's declaration?

First.—That when he over-calls the Dealer's "One-Spade" bid with a "One No-Trump" it means a strong Bridge No-Trump hand.

Second.—That when he over-calls the Dealer's "Two-Spade" bid with a "One No-Trump" call it shows protection in two other suits.

Third.—That when he allows a "One-Club" or a "One-Diamond" make by Dealer to stand it indicates that his hand offers no higher declaration, otherwise he would change to one which requires fewer tricks to win the game.

Fourth.—That when he over-calls the Dealer's "One-Heart" or "One-Royal" bid it is an indication of weakness in the suit declared and also great strength in the suit in which he has over-called.

Fifth.—That when he over-calls the Dealer's "One No-Trump" bid it indicates that he can give no assistance except in the suit named.

Sixth.—That when he raises the Dealer's suit declaration, after an over-bid by the Second Player, it shows a hand worth two tricks at least.

Seventh.—That when he increases the Dealer's "One No-Trump" declaration, after an over-bid by the Second Player, it shows protection in the Adversary's call and strength in one other suit at least.

Eighth.—That when he changes the Dealer's "One No-Trump" declaration, after an over-bid by the Second Player, it shows an assisting hand without protection in the Adversary's suit.

FOURTH LESSON

DECLARATION BY THE FOURTH PLAYER

If the Dealer has declared "One-Spade" and the Second and Third Players have passed, what should guide the Fourth Player's declaration?

The game-making capacity of his hand.

If he holds a hand with which he thinks there is a fair chance of winning the game he should make a declaration, otherwise he should pass, and leave the Dealer in, with his "One-Spade" announcement.

By so doing he will probably defeat the "One-Spade" contract and thus add 50 or 100 points to his Honor column.

This is of far more importance than the value of one or two tricks below the line.

This position is particularly advantageous if the hand holds *long, low* or *short, high* Spades not

strong enough to declare a Royal, but valuable against a "One-Spade" declaration.

Why does not the Fourth Player double when holding such cards?

Because he would gain nothing toward his score by so doing, as the Dealer cannot lose but 100 points if left in with his "One-Spade" bid whether doubled or not.

Then again it re-opens the bidding and gives the Dealer or his Partner a chance to change the declaration.

If the Dealer has declared "One-Spade" and the Second Player has made a one-trick call and the Third Player has passed?

Then the Fourth Player's situation is changed materially.

He can rely on his Partner for valuable assistance in the suit he has called or the ability to play the trump he has bid.

The Fourth Player is now enabled to estimate the value of his hand as a game-winner, and can declare accordingly.

When the Dealer has declared "Two-Spades" and the Second and Third Players have passed?

It is very poor policy to take the Dealer out of this declaration, unless with a very powerful hand, on the Rubber game, for he made himself liable for every trick that may be made against him when he left the safety zone of "One-Spade."

His Partner has shown a very weak hand by leaving him in with such a bid, consequently the chances are good that he will fail of his contract as he has shown only an *assisting* and not an *attacking* hand.

When the Dealer has declared "One No-Trump" and the Second and Third Players have passed?

Then the Fourth Player, with any five-card suit, which can be cleared on the first round, such as Ace, Queen, Jack, and two small ones, or Ace, Jack, 10, and two small ones, with an outside Ace, should always over-call, to direct the lead of the Partner should the Dealer win the declaration with his No-Trump bid.

By such a lead his suit is cleared before the entry card is taken out, and the game probably saved.

If the Dealer has declared "One No-trumb" and the Second Player has over-called with "two" in any suit, and the Third Player has increased with "Two No-Trumps"?

The Fourth Player should be very cautious about raising his Partner's bid.

A contract of "three" or "four" tricks is an almost impossible achievement against two No-Trump hands, and such a raise should never be made unless to the score.

For example: The score is 0–0, second game (first game won by Fourth Player and his Partner).

The Dealer has bid "One No-Trump."

Second Player, "Two-Hearts."

Third Player, "Two No-Trumps."

The Fourth Player should hesitate about raising the Heart bid to "three," even holding three tricks (which number is necessary to raise a forced bid such as the "Two-Heart" call).

The Adversaries surely hold a guarded Honor in Hearts with the outside strength of two No-Trump hands as well, and it would be better to try and save the game rather than to run the risk

of a defeated contract with no chance of making game on the Heart call.

If the score is 0–12 in favor of the Opponents on the Rubber game, and the bidding the same, the Fourth Player should increase his Partner's Heart declaration, with fair assistance, for if the Adversaries make their contract it means Game and Rubber, and it is better to suffer the loss of one trick than to lose all chance of winning the Rubber eventually.

What inferences should be drawn from the Fourth Player's declaration?

First.—That any declaration he may make over the Dealer's "One" or "Two" Spades, which has been passed by the other two Players, indicates a game-winning hand, otherwise he would have left him in with his make.

Second.—That when he declares two tricks in any suit over the Dealer's "One No-Trump," it indicates his desire to have that suit led to him should the Opponents increase their "No-Trump" bid and thus win the make.

Third.—That when he increases his Partner's forced bid it shows at least three tricks in his hand.*

*See lesson on "The Count of an Assisting Hand."

FIFTH LESSON

THE COUNT OF AN ORIGINAL TRUMP HAND

If the Player wishes to make a trump declaration, by what method can he best estimate the number of tricks in his hand?

By taking as the basis for calculation that the cards of the different suits, which the declaring hand does *not* hold, are evenly divided between the other three hands—consequently, with length and high cards of a suit, there is every probability that he will lose but few tricks in clearing it. On this assumption, the Player holding a trump declaration may safely make it, as he will probably be able to exhaust the Adversary's trumps and then establish and bring in any side suits he may hold.

In what order should the hand be counted?

First, the trumps should be valued. Each Ace, King, or Queen, which the Player does *not* hold, should be counted out as a lost trick.

If the suit holds seven cards, headed by Ace and King, the adverse Queen need not be counted out, for it is a fair deduction that the leads of Ace and King will exhaust the Adversaries of that suit, thus making every card in the trumps a winning one.

Is the Jack ever counted out as a losing card?

Yes, the adverse Jack should be counted out as a losing card unless the suit is headed by the Ace and King. If the suit is of great length, *i. e.*, seven or more, to the King and Queen, it can probably be established in two rounds and the Jack then need not be taken into consideration.

If the trumps include four Honors, an extra trick can be added to the value of the hand on account of their worth in the Honor column.

Examples of Counting Trumps

TRUMPS	WINNING CARDS	LOSING CARDS
A K 8 5 4 3 2	7	0
A K 6 4 3 2	5	1 Q
A K Q J 2	6*	0
A K 10 5 3	4	1 Q
A Q J 8 5 2	5	1 K
A Q 6 5 3	3	2 K J
K Q 9 5 4 3 2	6	1 A
K Q 8 6 5 4	4	2 A J
K J 10 6 4	3	2 A Q
Q J 8 5 3 2	4	2 A K
Q J 10 3 2	3	2 A K

Are the side suits in a Trump hand counted in the same way?

Yes, with the exception of the added value (of one trick) for the four Honors.

Can a missing suit or a singleton be counted as adding strength to a declaring hand?

Emphatically No.

It must *always be remembered* that a singleton or a missing suit, which is such an element of strength

* Add one trick for four Honors

in an assisting hand, is a *menace* in a declaring one (unless the trump suit is of great length), as there is always danger in having the strong hand forced to trump.

This often leaves an insufficient number to exhaust the Adversaries' trumps and a possibility of the last trump being left with them, thus enabling them to bring in *their* long suit instead of the Player making *his*.

For this reason missing suits and singletons should be counted as elements of *weakness* rather than of strength when estimating the value of an original trump hand.

If the Player has made a Trump declaration and has been over-called by the Opponents, how strong a hand should he hold to warrant an increase of his own suit?

If the over-call has been made on the Player's left and the Partner has passed, his hand can be credited with but one trick only,* so that any increase of the original make would be extremely dangerous with a hand holding less than *six tricks*.

* See lesson on "The Count of an Assisting Hand."

To justify a second raise, *eight tricks* must be held.

Examples of Counting a Trump Hand

HEARTS DECLARED

	TRICKS	
	WON	LOST
♥ A K Q 6 4	5	0
♦ 8 3	0	2
♣ A 10 3 2	1	3
♠ 10 5	0	2
	6	7

A hand which justifies a raise to "two" if necessary, counting on *one* trick from Partner.

	TRICKS	
	WON	LOST
♥ K Q J 10 4	5	1
♦ A Q J	2	1
♣ 8 6 4 3	0	4
♠ 4	0	1
	7	7

An extra trick is counted for four Honors, in trumps.

		TRICKS	
		WON	LOST
♥	A K Q 5 3 2	6	0
♦	8	0	1
♣	A Q J 10 5	4	1
♠	3	0	1
		10	3

A hand which can be raised to a bid of "four."

		TRICKS	
		WON	LOST
♥	Q J 10 4 3 2	4	2
♦	A K	2	0
♣	5 4	0	2
♠	Q J 5	1	2
		7	6

A hand which can be raised to "two" or to "three" if supported by Partner.

Is it wise to always bid exactly according to the value of a hand?

Usually, but there are times when it is better policy to over-bid the trick-taking capacity of a hand by *one trick*.

It is rarely advisable, however, to go further than this, for even with the most accurate counting of a hand, an unequal distribution of a suit may enable the Adversaries to establish a cross-ruff, and many more tricks thereby lost, than it is possible to calculate upon.

What should govern this over-bidding of a hand?

The state of the score entirely.

If the Adversaries have won one game and their declaration seems likely to win the Rubber, it is good policy to over-bid the hand one trick, and the possible loss of 50 or 100 points should be cheerfully accepted rather than to allow the Opponents to win the game.

The habit of over-bidding a hand, however, cannot be too strongly condemned.

The greatest danger lies in the false information conveyed to the Partner, who, relying on the soundness of the original make, will support it to the capacity of his hand.

Heavier losses can be charged to this practice than to any other.

If these rules are followed, will they insure against losses due to incorrect bidding?

Not always, for unusual distributions of the cards cannot be calculated upon, and a hand will at times fall short by several tricks of its estimated value, and again may exceed it, owing to the location of the Adversaries' high cards.

If this system of counting is followed persistently, however, the Player will be rewarded by incurring fewer losses than if he bids only upon the good looks of his hand.

Then in estimating the value of a Trump hand, what order of counting should the Player follow?

First.—The number of winning cards in his trump suit.

Second.—He should add these to the winning cards in the plain suits.

Third.—Then add *one* from the Partner's hand, if he has *not* raised the original declaration, and *two*, if he has.*

* See lesson on "The Count of an Assisting Hand."

Fourth.—On the Rubber game he should overbid the hand by *one* point if the Adversaries are likely to make game on their declaration, but should *go no further than this*.

SIXTH LESSON

THE COUNT OF AN ASSISTING HAND

If a Player has made a Trump declaration and has been over-called by the Opponent, what should guide his Partner in raising his bid?

The number of tricks in his hand.

The Player when making his original declaration has counted upon *one trick* in his Partner's hand, as it is a very unusual distribution of the cards which will render a hand trickless, consequently a hand must be worth *two tricks* to justify a raise by the Partner, and he can re-raise on each additional trick his hand may hold.

Of what must these tricks consist?

Aces and Kings. The Queen of trumps even once guarded is considered a trick-taker, but all other Queens and Jacks must *not* be counted upon in this capacity.

When void of a suit (and holding two or three

small trumps) two tricks may safely be counted upon by ruffing, and a singleton (with two or more trumps) can be counted as worth one trick.

A singleton Ace is worth two tricks, one in itself, and one by ruffing the second lead of the suit to which it belongs.

Is it advisable to raise with four or five trumps without some outside strength?

To increase with trump *length* alone is usually dangerous as the trumps in the two hands are apt to fall together.

When this occurs the strength of the hand is exhausted.

The Ace, King, and Queen are counted as tricks (the two latter being sufficiently guarded), but other trumps than these cannot be valued in that capacity.

If the hand contains a singleton or is void of a suit, low trumps are useful for ruffing, but then the raising capacity of the hand lies in its ability to ruff and not in the number of trumps it holds.

Then trumps are not necessary if the hand holds the requisite two tricks in the side suits?

Two trumps are absolutely necessary for a safe raise, and unless holding them (even with two outside tricks) the Partner should pass.

The usual holding of trumps for an original declaration is five, and unless the Partner holds two the Adversaries have the majority—a very dangerous distribution even with strong side cards.

If the Player raises his own declaration on the second round of bidding, then the Partner even with a singleton trump, is justified in supporting him holding strength in the outside suits, for the Player has shown a very strong hand, with a probable holding of six trumps.

Examples of Counting an Assisting Trump Hand

ROYALS DECLARED

	TRICKS
♥ Q 10 5 3	0
♦ K J 5	1
♣ A 8 2	1
♠ J 6 3	0
	2

This hand can raise once, as it is worth two tricks, but can go no further.

	TRICKS
♥ 8 7 6 3 2	0
♦ A K 4	2
♣ A	2
♠ 8 7 3 2	0
	4

This hand can raise three times as it is worth four tricks.

	TRICKS
♥ Q J 8 4	0
♦ J 9 4	0
♣ 10 2	0
♠ Q 8 3 2	1
	1

This hand must pass as it holds but one trick, which the Partner has already counted upon.

	TRICKS
♥ Q 6 5 4	0
♦ A 5 4 2	1
♣ ———	2
♠ J 8 5 3 2	0
	3

This hand can raise twice, holding three tricks.

Does the state of the score influence the bidding of an assisting hand?

No, for the duty of an assisting hand is to give an honest, accurate accounting of the tricks it holds with which to help the Partner's original declaration, leaving it to the Partner's judgment to over or under-bid his own hand.

The assisting hand should be most careful in distinguishing between a *free* and a *forced* call by the Partner.

He should credit a forced call with no greater strength than would warrant an original one-trick bid, consequently he should never raise it unless holding *three sure tricks*—tricks, too, in suits that have not been shown on a previous call.

Example of Raising a "Forced Call"

Dealer bids "One-Heart." Second Player, "Two-Diamonds." Third Player, "Two-Hearts." The Fourth Player must credit his Partner with no greater strength than if he had made an original "One-Diamond" call (he being forced to call "Two-Diamonds" to show the suit at all), and if he raises this forced bid it must be with a hand

worth *three tricks*, for he is practically raising a one-trick call to three tricks.

What is the exact meaning of "tricks that have not been shown on a previous call"?

If the Dealer has made an original declaration of "One-Spade" and Second Player passes, Third Player calls "One-Diamond," the Fourth Player, "One-Heart." The Dealer now declares "One-Royal" and the Second Player over-calls with "Two-Hearts."

The Third Player cannot now increase his Partner's Royal call with the tricks in his Diamond suit, for these have already been shown, and counted by the Dealer, when making his Royal declaration.

If holding strength outside the Diamond suit, of course a raise is permissible.

This point should always be kept in mind as it is just as important in raising a free as a forced call—*not to use the same material twice.*

If the Player has made a "One No-Trump" declaration and has been over-called by the Opponents, what should influence his Partner in raising his bid?

It is difficult to raise the Partner's "One No-Trump" bid with the same degree of accuracy that can be done with his suit declaration.

Two tricks are still necessary for an increase, and these should consist of Aces and Kings, and a *guarded Honor in the suit declared by the Opponent.*

Is a once-guarded King sufficient protection in the Adversary's suit?

A King once guarded is counted as a trick, but thought should always be given before increasing the Partner's contract (either at Trump or No-Trump), as to whether the suit to which the King belongs has been declared by the Adversary on the left; if it has been, it can be led through and lost.

What inferences can be drawn by the Player when his Partner supports his Trump call?

First.—That on his first raise, he shows *two* sure tricks and at least two trumps.

Second.—That if he increases a second time *three* tricks are promised.

Third.—That on the third raise the hand holds *four* sure tricks.

Fourth.—That if the Partner passes, after an overbid by the Opponent, his hand *denies* two tricks and only *one* can be counted upon with safety.

Fifth.—That if he increases a forced call three tricks are indicated in his hand.

Sixth.—That if the Player's No-Trump declaration is increased by the Partner, a guarded Honor in the Adversary's suit is assured and strength in, at least, one other suit.

SEVENTH LESSON

THE GENERAL DECLARATION

After the first round of bidding, what should influence further declarations?

The second round of bidding shows the real ability of the Player, for it requires sound judgment, good card sense, and the correct drawing of all inferences from the previous bidding to decide wisely as to the next step.

Four courses are open to him if he has been overcalled:

To increase his or his Partner's original declaration,

To change to another make,

To double the Adversary's bid, or

To pass.

The strength of the hand and the state of the score must be the guides in choosing which to follow.

Is it better to bid for game or with the object of defeating the Adversaries?

All the large Rubbers are made by the penalties acquired through the failure of the Opponents in fulfilling their contracts, rather than by the trick points won.

If a Rubber is too quickly made it is bound to be a small one, whereas, if the Adversaries' declarations are nursed along and then defeated the points thus gained roll up into large figures; consequently, at certain states of the score it is more profitable to defeat the Adversaries than to make game.

At what state of the score should this practice be followed?

When the Rubber is not in jeopardy, that is, when the Player has won the first game.

At such a score if his hand holds four or five cards to an Honor of the Adversary's trump bid, it is better to pass even if the rest of his cards should warrant a declaration.

With such strength as he holds, it is a certainty that the Opponents cannot go game, and a strong probability that he will defeat their contract.

This situation should be carefully considered for it is the controlling principle of all good bidding.

Better to defeat the Adversary than to play for game, unless their declaration is dangerous at the score.

The above principle is calculating against the Adversary's bid when holding a strong hand, what should be the course when holding a doubtful one?

To leave the Opponents in with their declaration, if they cannot go game, and let them make their contract, but bid to the capacity of the hand if the game or the Rubber is in danger with their make.

The intermediate scores are comparatively of so little importance in Auction, that the chief consideration in making declarations, is whether a hand is a game-winner (and should be bid for that purpose), or whether to use its strength for defeating the Adversary's contract.

These are the two vital points around which good bidding revolves, and the decision is always influenced *by the state of the score.*

If the Dealer has bid "One No-Trump" and has been over-called by the Fourth Player with "Two-

Diamonds"— Dealer holding this hand — what should he do?

♥ A 6 4
♦ K 10 8 7 6
♣ 9 5
♠ A Q 8

Pass, as his *only long suit* has been declared by the Opponents.

This renders it improbable that he will make more than one trick in the suit, and the hand holds little else of value.

It is much wiser to use its strength toward saving game, or possibly defeating the Opponents, than to risk a doubtful "Two No-Trump," with little chance of making game.

What strength is required to safely increase an original No-Trump bid over a Trump declaration by the Opponents?

Of course a protected Honor in the trump suit is absolutely necessary for the first declaration, but further increase is dangerous, unless holding *two* stops in the adversary's suit, or an established outside suit, where it is only necessary for the hand to get the lead to run it off.

With scattered strength and only one stop, in the adverse call, it is much wiser to pass and leave the raising to the Partner.

He will increase if he has the requisite strength, and unless he has, the combined hands do not warrant a two-trick call.

Is it ever wise to bid as high as four or five tricks on a hand?

There can be distributions of the cards which would make such a declaration comparatively safe.

A two-suit hand against a two-suit hand. Long, powerful trumps, a strong outside suit, and only one or two in the Adversary's bid—the losing cards can easily be counted.

Such a hand is practically invincible.

To account for this high bidding, the other two suits must be divided in the same way in the Opponent's hand, and an interesting position develops and spirited bidding is the result.

Has the score any influence on such high bidding?

Yes. *If the fulfilled contract of four tricks will not make game,* it is unwise to assume such a responsibility.

When bidding with Clubs or Diamonds as trumps, at a love score, unless the hand, in combination with the Partner's, will count up to five tricks (thus making game) it is injudicious to bid as high as "four."

What is meant by the term "forcing up" the Adversary?

It is to a certain extent calling above the true value of a hand, with the object of forcing the Opponents to a still higher call, then to either double or defeat their contract at the increased bid.

The two considerations which would justify this over-bidding are

First.—If the Opponents have made a call with which they will win the game should they fulfil their contract, and

Second.—If the hand is sufficiently strong to defeat, or double them, if they are forced up to a higher call.

To over-call the Adversary without these two factors (simply to bid them up) is more than futile, it is dangerous, for they may not take the force and then the Player will be left in, with his inadequate hand, with little chance of fulfilling his contract.

Example of "Forcing Up" the Adversary

Dealer, "One-Royal." Second Player, "Two-Clubs." Third Player, "No." Fourth Player, "No."

If the score is 0–20 in favor of the Adversaries, the Dealer will bid "Two-Royals" (for the fulfilled contract of "Two-Clubs" means game), hoping that the clubs will be forced to a bid of "three" and that he can defeat this increased call.

With a love score, and the bidding the same, the Dealer on the second round would not continue his suit, unless with a game-making hand, for there is very little chance of the game being made with Clubs.

To repeat, the intermediate scores are comparatively of so little value in Auction that it is always wiser to let the Opponents work for them.

If the Player has declared "One-Royal" and has been over-called by the Partner with "Two-Diamonds" (which would show great weakness in Royals) and he in turn finds that his own hand holds but one, or none, of the Diamond suit, what should influence him in his further bidding?

The number of his Royals.

If he holds six, he should over-call his Part-

ner's Diamond declaration with a bid of two Royals, arguing that if the Partner holds even *one* Royal it gives the Player the majority, and the Diamonds can be brought in as a side suit.

If, however, he holds but *five* Royals (unless they contain the three or four top Honors, when he should over-call), he should leave the Diamond call with his Partner, trusting they are of greater length than his Royals.

The above situation often arises. A Player's declaration being over-called by his Partner, with a suit of less value (showing weakness in the original call), and he in turn being short of his Partner's suit.

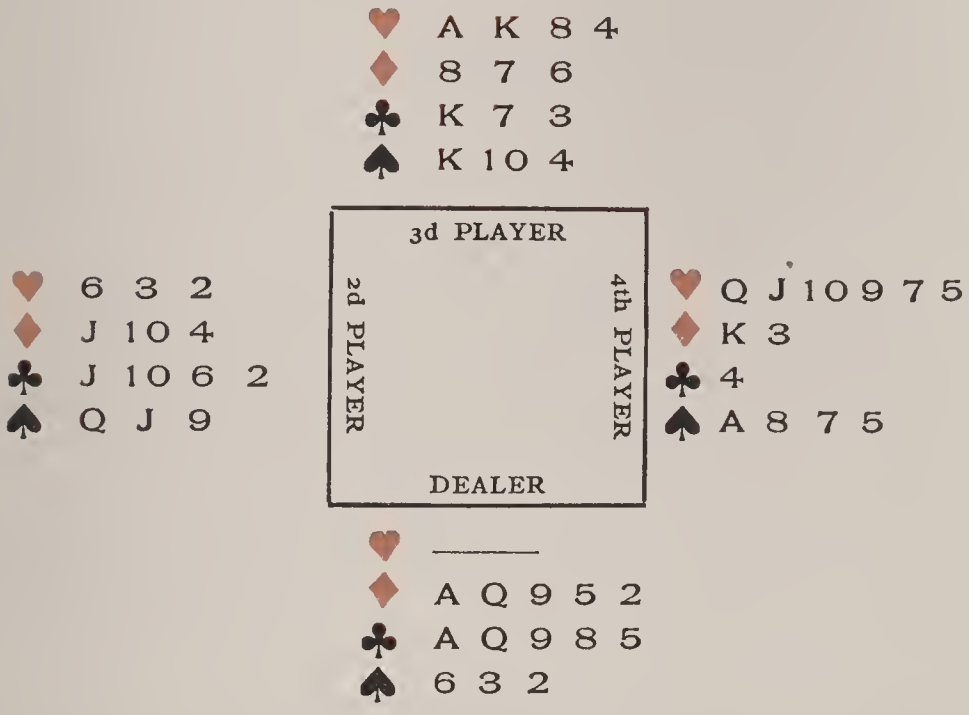
The length and strength of his trumps should decide his further bidding.

If holding a hand containing Clubs and Diamonds of equal strength, which should be declared first?

The Diamonds, for should the Partner declare "One No-Trump" (second hand having passed) and fourth hand "Two-Hearts," the Clubs can be shown by a bid of "three" on the second round of bidding, and the Partner can then over-bid with "Two No-Trump," whereas, should the Clubs be declared first, and the bidding continue the same,

it would require a call of "Three-Diamonds" to over-bid the "Two-Hearts," thus forcing the Partner to a "Three No-Trump" declaration.

Example



First Round of Bidding

Dealer, "One-Diamond." Second Player, "No." Third Player, "One No-Trump." Fourth Player, "Two-Hearts."

Second Round

Dealer, "Three-Clubs." Second Player, "No." Third Player, "Two No-Trump." Fourth Player, "No."

EIGHTH LESSON

DOUBLING

When the Player doubles a declaration of the Adversary, what does he contract to do?

To defeat their declaration. In other words, he announces that his hand (in combination with his Partner's) is sufficiently strong to keep the Adversaries from fulfilling their contract.

What should influence a Player in doubling the Adversary's declaration?

The strength of his hand (in combination with that of his Partner's), the state of the score, and principally the number of tricks the Adversaries have contracted to take.

How strong a hand is necessary to double the Opponent's call?

Enough probable tricks (taken in combination with the Partner's hand) to break the Opponent's contract. *Doubling should never be done on a doubtful hand.*

The penalties the Doubler incurs (in the event of failure) are too heavy to be risked lightly. He is playing for only an extra 50 points per trick—all he can get if he succeeds. On the other hand, the Player, if he fufils his contract (after having been doubled), gets not only his bonus of 50 points for making good his contract, and 50 points as well for every over-trick, but also the *doubled* value of these tricks scored below the line toward game. It behooves the Player, when tempted to double, to take all these points into consideration and count his hand carefully.

At what state of the score is it most advantageous to double?

If the score is such that the Adversaries' fulfilled contract will win the game, then a double is in order—this is known as a "free double." The odds are not so great then, for should the Doubler fail he does not feel that his having doubled has given

the Adversaries the game as well as their increased trick score.

A double of a "Two-Heart" declaration, if the Adversaries are 16 or more toward game, is an illustration of this point. They will win the game in any case if they fulfil their contract, thus making it an excellent time for doubling. Whereas, take the same declaration of "Two-Hearts" at a love score, and the situation is entirely changed. A double would now give the Adversaries their game, if they fulfil their contract, which they would not have won undoubled.

How does the number of tricks of the Adversaries' contract influence the Player in doubling?

The more tricks that the Adversaries contract to take, make fewer necessary for the Doubler to win to beat them. Also it gives them less chance to change their declaration after being doubled without obviously over-bidding their hand.

Is it ever wise to double a one-trick suit call?

No; if a one-trick call is doubled, it is usually easy for one of the Adversaries to bid "two" in an-

other suit, thus rendering the cards which were held to defeat the original call valueless against the changed declaration. For this reason it is rarely good play to double a one-trick call *except in Spades*.

Why are Spades made the exception?

The doubling of a "One-Spade" call (usually done by the Second Player) is never done with the intention of playing them, but simply to inform the Partner of the two tricks in high cards of that suit (without sufficient length to declare Royals), and, at least, one other trick in the hand.

This double not only shows the Partner wherein the hand will help a No-Trump declaration, but indicates the high Spades toward a Royal bid.

It directs the lead as well should Third Player declare No-Trump.

Examples of Hands with Which to Double a "One-Spade" Declaration by Dealer

♥ 8 7 4	♥ K 2	♥ A 6 4
♦ A 8 5	♦ 8 4 3 2	♦ 9 8 6
♣ J 4 2	♣ Q 8 3	♣ 8 5 3
♠ A Q 5 3	♠ K Q 6 4	♠ A J 10 5

How strong a hand is necessary to double a two-trick suit call?

It is never good judgment to double a two-trick call holding a weak, unguarded suit, to which the Adversaries may change, no matter how strong the rest of the hand may be. It is better to pass and defeat them.

When the Adversary has bid his hand to a three or four trick contract, it is not necessary to have strength in the trumps to double, particularly if the Adversaries' fulfilled contract would win game or Rubber. So few tricks are needed to defeat them that if the other three suits are controlled by high cards it is all the strength necessary (with average help from the Partner) to make the double a sound one. If the Partner has shown a long, powerful suit by bidding up to "two" or "three" in it, it is more than probable that the Adversaries will be short and able to trump it. Under these circumstances the Partner's assistance in this suit cannot be taken into consideration.

Is a "One No-Trump" declaration ever doubled?

Only by the Player on the left of the Declarer, and then only when he holds a *very powerful* hand with every suit strongly guarded by Aces or Kings.

A hand prepared to double any suit to which the Adversaries may change. This double informs the Partner of such strength, and if the double be left in, he should change the declaration to his longest suit. This will give him the play and places the original No-Trump after the weak and before the strong hand. This double is made possible by the New Count, as the Partner can over-bid with "two" in any suit and is a pretty play for position.

Examples of Hands with Which to Double a "One No-Trump" Declaration

♥ K Q 5	♥ A J 10	♥ A 10 6 4
♦ A K Q	♦ K Q 3	♦ Q J 10
♣ K 6 2	♣ A K J	♣ K Q J
♠ A J 9 7	♠ A Q J	♠ A K 8

What strength is necessary to double a "two" or "three" No-Trump bid?

An established suit, or one which can be established in one round, and an outside Ace for re-entry.

A hand in which the necessary tricks to defeat the Adversary's contract can absolutely be counted (taken in conjunction with the tricks shown by the Partner). To double on all-round strength is dangerous unless the No-Trump bid has gone as high as "four."

Does the position of the doubling hand make any difference?

To double a Trump call when the declaration has been made on the Doubler's left is obviously poor judgment, as it locates the trump and suit strength to the Declarer and enables him to lead through the hand and finesse his cards to advantage.

If a Player has so strong a hand as to leave him in doubt as to whether he will double the Adversary's declaration or play for his own game, what should guide him?

It is usually the state of the score which influences his decision. If he has won the first game

so that the Rubber is not in question, and his hand warrants it, he should double and play to defeat the Adversaries, thus increasing his Honor score. On the first or Rubber games it is wiser to play for game.

What is meant by an "Informatory Double"?

One which informs the Partner of the holding of high cards in the Adversary's declaration and is usually done over the Partner's original No-Trump call and the Second Player's trump bid.

For example: Dealer, "One No-Trump." Second Player, "Two-Hearts." If the Third Player holds more than ordinary protection in the Hearts, that is, four or five, including two Honors, with perhaps an outside trick, he should double rather than increase the Dealer's No-Trump.

This double informs the Dealer of greater strength in the Opponent's suit than would a "Two No-Trump" bid and leaves him in the enviable position of being able to continue his original call with a good chance for game or of allowing the double to stand with a practical surety of defeating the Adversaries.

If a Player's bid has been doubled, should his Partner change the declaration if possible?

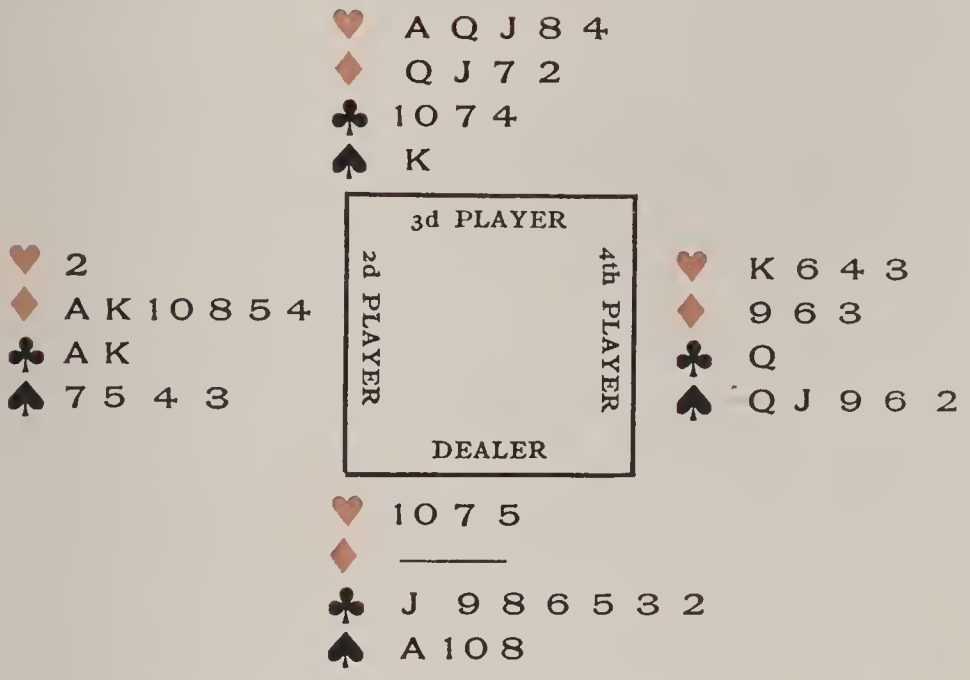
The Partner of the Player who has been doubled is usually in doubt as to what is expected of him, for there is a prevailing feeling that an effort must be made by him to change the bid at any cost. To do so on a declaration that is uncertain of fulfilment is to court disaster and should never be done.

The time to take a Partner out of a double is when the contract for tricks can be *decreased* rather than increased, such as a "Two No-Trump" when the Partner's "Three-Clubs" has been doubled, but even this should not be done on a doubtful hand.

If a Player has doubled an adverse call and the Partner can give no assistance to the double, what should he do?

Change the declaration if possible, usually back to the original one on which he and the Player had been bidding before the Player had doubled the Adversary's make.

Example



First Round of Bidding

Dealer, "One-Spade." Second Player, "One-Diamond." Third Player, "One-Heart." Fourth Player, "Two-Diamonds."

Second Round

Dealer, "Two-Hearts." Second Player, "Three-Diamonds." Third Player, "Double." Fourth Player, "No."

Third Round

Dealer, "Three-Hearts." Second Player, "No." Third Player, "No." Fourth Player, "No."

Under what conditions should a Player re-double?

Only when he is *absolutely sure* of enough tricks to fulfil his contract and when there is no declaration to which the Adversaries can change without over-bidding their hands. Unless such is the case it is better to refrain from re-doubling. If, however, the Partner of the Player who has been doubled holds more support in his hand than he has shown by his previous bidding (and has confidence in the soundness of his Partner's original declaration), he is justified in re-doubling.

NINTH LESSON

LEADS AND DISCARDS

Leads

When the bidding is concluded and the final declaration won with a trump bid, what should govern the opening lead?

If the Dealer has won his declaration without any opposition, *i. e.*, if all the other three players have passed, the first lead should be as at Bridge.

First.—King, from Ace, King, or King, Queen, or Ace, King, Queen, with others.

Second.—A singleton, if holding either Ace or King of trumps, with one or two small ones.

Third.—Ace, from a suit of four or more.

Fourth.—Top of sequence cards—Queen, from Queen, Jack, 10, or Queen, Jack, 9, or Jack, from King, Jack, 10, or Jack, 10, 9.

Fifth.—Higher of two cards always.

Sixth.—Fourth best from long suit. This is an excellent lead if holding four or five trumps to an Honor.

If the Dealer can be forced on the long suit, there is a good chance of the Leader being left with the last trump and thus be able to make his suit.

If the Dealer has won the final declaration with a trump, over a suit bid by the Fourth Player, what should be the first lead?

Usually the highest card of the suit called by his Partner, but if the Leader holds an Ace-King suit, or a singleton, the lead of the King or the singleton is the stronger.

In the first instance, the lead of the King affords a look at the Dummy and shows the re-entry of the Ace to the Partner.

In the second instance, the lead of the singleton offers a good opportunity for ruffing if the hand holds the first or second stop in trumps (*i. e.*, either Ace or King) with two or three small ones.

Why is the Ace or King of trumps necessary when leading a singleton?

Because this lead may establish that suit for the Declarer, and if it does, and he holds all the high trumps as well, the game is his.

But if the Leader can stop the trump suit (after the Declarer has won his singleton lead), he can play for his Partner's suit and get a return lead of the suit to which his singleton belongs, thus making one small trump, and perhaps more, if these leads can be repeated.

How does the Partner recognize a singleton lead?

When the Leader opens with a suit other than the one his Partner has called, and then later leads his Partner's suit, a singleton is shown in the suit first led, and this suit should at once be returned for a ruff.

Should the highest card of the Partner's suit always be led irrespective of the number held?

Always, if the final declaration has been won by a Trump make.

There is so little chance of a long suit being brought in against a trump declaration that the high cards should be made as soon as possible.

If the declaration has been won with a No-Trump bid, what should govern the opening lead?

If the Dealer has won the declaration without any intervening bids, the Leader should open his play as at Bridge.

First.—Ace, from any suit of five cards or more to Ace, King, Queen, or Ace, King, Jack.

Second.—King, from any suit of four cards or more to Ace, King, or King, Queen, Jack, or King, Queen, 10.

Third.—Queen, from any suit of four cards or more to Ace, Queen, Jack (unless holding another Ace, then lead Ace of the suit and follow with Queen); or Queen, from Queen, Jack, 10, or Queen, Jack, 9.

Fourth.—Jack, from any suit of four cards or more to Ace, Jack, 10, King, Jack, 10, Jack, 10, 9, or Jack, 10, 8.

Fifth.—The 10, from 10, 9, 8, with or without others.

Is it wise to lead the King from only four cards to the Ace-King?

Yes. In Auction the King is led from any Ace-King suit, even though it contains but four cards, as it is such an advantage to see the Dummy, and also the value of the card played by the Partner, before losing the lead.

If the Partner's card is a very low one and gives no encouragement to continue the suit, it can be abandoned and another tried, to find the Partner's possible strength.

Then the long suit should always be opened on the initial lead against a No-Trump declaration?

If the suit is headed by a tenace such as Ace, Queen, or King, Jack, 10, *without an entry*, and has been shown on the first round of bidding, it is often wiser to try to put the Partner in the lead by playing the top of a short suit, hoping it may be his strong one. If this should be the case the long suit can be led *through* the Declarer's hand, which undoubtedly holds a guarded Honor of it.

If the Leader's hand holds a sure re-entry, however, it is better to clear the long suit at once before the re-entry can be taken out.

If the Dealer has won the final declaration with a "No-Trump" over a suit bid by Fourth Player, what should be the first lead?

Usually the Partner's suit.

The Leader should never hesitate to play for his Partner's suit on account of the probable protection held in it by the Declarer. It is much better for the Leader to clear the suit before his Partner loses any re-entry card he may hold.

Should the Leader hold a suit of at least five cards, which can be established by one lead, and a *sure re-entry as well,* then he may play for his own suit.

The size of the Partner's declaration, however, should influence this lead. If he has bid up to "two" or "three," and the Leader holds more than one of the suit, he should play his Partner's suit on the initial lead.

Should the highest card of the Partner's suit always be led if the declaration has been won by a "No-Trump" bid?

Not always; it depends on the number of cards

held in that suit. Holding two or three, the highest is played.

With four or more, the fourth best should be led, unless the suit is headed by the Ace, or by Honors in sequence, then the top card should be played.

What advantage does this method of leading possess?

It keeps a high card beyond the strength of the Declarer's hand and enables the Partner to count the cards of his suit. For example: If the Leader holds four to the King of the suit his Partner has bid, he leads the fourth best.

The Partner wins with the Ace (supposing his suit contains five, or six, to Ace, Jack, 10) and returns the Jack through the Declarer's Queen, which card he must hold to justify his "No-Trump" bid.

If the Declarer covers with the Queen the Leader has the King beyond—if the Declarer plays low the Leader does the same, allowing the Jack to win, and another lead through the Queen follows, which must eventually fall under the King, thus making every card in the suit a winning one.

If the Declarer holds the Ace of the suit no harm is done, as he would have won the trick in any event.

What should be led if the Partner has doubled a No-Trump declaration?

If the Partner has doubled a "No-Trump" bid after having shown a suit, it is usually best to lead that suit, but if he has doubled after the Leader has shown a suit, the Leader should play for his own. If both have bid on different suits, and then the Partner doubles, the Leader should play for the Partner's suit unless his own is established.

Discards

What general rules should govern the Declarer's Opponents in their discards?

The discard at Auction is from *weakness*. The strong suits have probably been indicated by the bidding, making it unnecessary to show them by the discard. The protection of the hand is the first and most important consideration, and enough cards

should be kept, if possible, to guard the Honors of suits in which it seems likely that the Partner is weak and the Declarer strong.

If a Player should hold a suit headed by a ten-ace, beyond a protected Honor in the Dummy, how is he to indicate to his Partner that he wishes that suit led to him?

By making his first discard as high as the 7 or over, and following at the next opportunity with a lower card of the same suit.

This is known as the "Encouragement" discard.

In other words, the discard of the 7 or over shows a desire to have that suit led, and the discard of any card below the 7 indicates weakness in that suit.

If a Player has led one suit and later in the game discards a high card of another it shows a re-entry in the latter suit.

How is it possible to keep all Honors guarded if many discards have to be made on a long suit?

It is not always possible and it is sometimes very difficult to know which Honor to keep protected.

Strict watch should be kept on the Partner's discards, and the same suit should not be thrown away from both hands.

To deceive the Declarer (by the discard) as to the position of an Honor against which he wishes to finesse is always clever play.

For example: If the Dummy holds a suit, ten-ace high (*i. e.*, Ace-Queen), and the Fourth Player holds the King beyond, with two or three small cards, a discard of one or two of them on the Declarer's long suit will almost invariably induce him to finesse the Queen, placing the King with the Second Player.

Vice versa, if he has weak cards in the Dummy's tenace suit, it is good policy to hold them and to discard from his strong suit, thus giving the Declarer the impression that he is protecting the King of Declarer's Ace-Queen suit.

TENTH LESSON

THE PLAY OF THE HANDS

The Declarer's Play

Does the play of the Declarer's hand differ in Auction from that of Bridge?

In two essential points only:

First.—The one aim and object of the Declarer after having seen the Dummy is to plan and play his hand *to fulfil his contract;* when this seems reasonably assured he should make every effort *to win the game.*

Second.—That with the inferences drawn from the bidding the high cards can be located with so much greater accuracy, that finesses can be taken, and suits cleared which would have been hazardous to have attempted at Bridge.

This is especially true of the game as played with the "New Count," for as all the suits are now game-makers, it makes a great deal of bidding and in consequence much knowledge is gained as to location of suit strength.

Does not the state of the score influence the play of the Declarer's hand?

Yes, if the score is such that the winning of a game and Rubber is dependent on a successful finesse, which if it failed would lose the contract by *one trick only,* the chance should be taken provided the contract has not been doubled.

At any other state of the score the Player should not endanger his contract by such play, for every trick of an unfulfilled contract means 50 points to the Adversary, and it does not take many of these penalties to give them a large Rubber if they win it.

Is a hand planned and played in the same general way as at Bridge?

Yes, the same rules which govern trump play, finessing, unblocking, ace management, second-hand play, and all the many methods which have proved their worth in the play of the Dealer and Dummy hands at Bridge, and in explanation of which so much has been written, are as valuable and correct at Auction.

The play is much simplified, however, by the

many inferences drawn from the bidding and the original lead.

What inferences can be drawn from the original lead?

If the Leader has declared "two" in any suit over a previous declaration, and has been over-called by the Player on his right with "Two No-Trumps" and then leads a suit other than the one which he bid originally, the Declarer can feel sure that the Leader's suit is headed by either Ace, Queen, or King, Jack, and that his hand is *void of entry cards*.

He is evidently trying to put the lead in his Partner's hand, in order to have his original suit led through the Declarer's hand to enable him to finesse.

The inference to be drawn here, is that all the Aces and Kings, outside of the Leader's suit, not held by the Declarer or his Partner are in the Fourth Player's hand, and care should be taken to play *through* them rather than *up to* them.

If the Fourth Player has bid a suit and the Leader opens with a small card of another suit, a singleton is probably indicated, which should be

taken at once, if possible, by the Declarer and trumps led immediately.

What inferences can be drawn from the bidding?

There are so many that it is hard to enumerate them.

In the first place the Player must train his mind to remember all the bids.

He must also remember the Players who have passed, for this negative information is most valuable.

If a Player does not increase his Partner's suit call after it has been over-bid by the Adversary, two tricks are denied in his hand.

This confession of weakness the Declarer should bear in mind when finessing his suits as it enables him to locate the missing Honors with comparative accuracy.

The Opponent's Play

After the final declaration has been won, do the Opponents employ the same methods and principles of play as at Bridge?

Practically the same.

All the general principles are adhered to.

Taking out the entry card from the Dummy while holding command of his long suit.

Blocking the Declarer's long suit by holding up the Honor (for which he is finessing) until the short hand is exhausted.

Never leading a suit which the *weak* hand can trump, but

Forcing the strong hand whenever possible, and

Taking advantage of every chance to lead *through strength* and *up to weakness*. All these obtain in Auction as in Bridge.

The essential point of difference, however, is to plan not only to take enough tricks to save the game, but to *break the Declarer's contract as well.*

After enough tricks have been won to *save* the game every effort should be made and every chance taken to defeat the Declarer.

A most important point to bear in mind *from the very beginning of the hand* is the number of tricks necessary to accomplish both these objects, so that the Player will not be obliged to stop and calculate during the play.

If but one trick is required to save the game and

a finesse is in question, it should not be taken, for if it is unsuccessful and the Declarer wins the game, it is two chances to one that he wins the Rubber.

Are the "echo" and "continue-the-suit" calls the same as in Bridge?

Yes; when the declaration has been won by a Trump call, the play of a high card (other than an Honor), and then a lower one, on *the lead of a King* by Partner, shows no more of the suit and an ability to trump on the third round.

The play of a card as high as a 7 on an Ace led by the Partner, shows the King of that suit.

When the declaration has been won by a No-Trump and the Partner "echoes" (a high and then a low card) on an Honor played by the Leader, it asks him to continue the suit and shows him four in that suit.

If a small card is played on the opening lead of an Honor it shows weakness and lack of assistance in that suit; unless the Leader is very strong in it he will change to another to try and find any possible strength his Partner may hold.

What plan of attack should the Leader employ if he has finally doubled a suit call made originally by the Dealer?

He should lead his longest suit hoping that the Dealer is short and that he may thus force his strong trump hand.

If this succeeds he should continue to play this suit each time he regains the lead, and thus weaken the Declarer's trump suit, hoping to be left with the last trump, when he would be able to make such good cards as may remain in his hand.

Then the play of the hands (both Declarer's and Opponent's) is practically the same as at Bridge?

Yes, with the few exceptions mentioned in this lesson.

The would-be Auction Player is seriously handicapped if he has not had a thorough grounding in the rudiments of Bridge, and he would do well to make a study of them and familiarize himself with the parent game before attempting the more complicated one of Auction.

[The following "Laws of Auction Bridge," approved and adopted by the Whist Club, New York, September, 1912, are published here by permission.]

THE LAWS OF AUCTION BRIDGE*

The Rubber

1. The Partners first winning two games win the Rubber. If the first two games decide the Rubber, a third is not played.

Scoring

2. A game consists of 30 points obtained by tricks alone, exclusive of any points counted for Honors, chicane, slam, little slam, bonus, or undertricks.

3. Every deal is played out, and any points in excess of the 30 necessary for the game are counted.

4. When the Declarer wins the number of tricks bid, each one above six counts toward the game: 2 points when Spades are trumps, 6 when Clubs are trumps, 7 when Diamonds are trumps, 8 when Hearts are trumps, 9 when Royal Spades are trumps, and 10 when there are no trumps.

5. Honors are Ace, King, Queen, Knave, and 10 of the trump suit; or the Aces when no trump is declared.

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6. Honors are credited in the Honor column to the original holders, being valued as follows :

When a Trump is Declared

3	Honors	held	between	Partners				equal	value of 2 tricks
4	"	"	"	"	"	"	4	"	
5	"	"	"	"	"	"	5	"	
4	"	"	in 1 hand			"	8	"	
4	"	"	"	1	"	5th in Partner's hand	"	9	"
5	"	"	"	1	"		"	10	"

When No Trump is Declared

3	Aces	held	between	Partners	count	30
4	"	"	"	"	"	40
4	"	"	in one hand		"	100

7. Slam is made when seven by cards is scored by either side, independently of tricks taken as penalty for the revoke; it adds 40 points to the Honor count.*

8. Little slam is made when six by cards is similarly scored; it adds 20 points to the Honor count.*

9. Chicane (one hand void of trumps) is equal in value to simple Honors, *i. e.*, if the Partners, one of whom has chicane, score Honors, it adds the value of three Honors to their Honor score; if the Adversaries score Honors, it deducts that value from theirs.

* Law 84 prohibits the revoking side from scoring slam or little slam.

Double chicane (both hands void of trumps) is equal in value to four Honors, and that value must be deducted from the Honor score of the Adversaries.

10. The value of Honors, slam, little slam, or chicane is not affected by doubling or redoubling.

11. At the conclusion of a Rubber the trick and Honor scores of each side are added and 250 points added to the score of the winners. The difference between the completed scores is the number of points of the Rubber.

12. A proven error in the Honor score may be corrected at any time before the score of the Rubber has been made up and agreed upon.

13. A proven error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or, if it be the final game of the Rubber, until the score has been made up and agreed upon.

Cutting

14. In cutting, the Ace is the lowest card; as between cards of otherwise equal value, the lowest is the Heart, next the Diamond, next the Club, and highest the Spade.

15. Every Player must cut from the same pack.

16. Should a Player expose more than one card, the highest is his cut.

Forming Tables

17. The prior right of playing is with those first in the room. If there are more than four candidates of equal standing, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed the Players cut to decide upon Partners, the two lower playing against the two higher. The lowest is the Dealer, who has choice of cards and seats, and who, having made his selection, must abide by it.

19. Six Players constitute a complete table.

20. The right to succeed any Player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

Cutting Out

21. If, at the end of a Rubber, admission is claimed by one or two candidates, the Player or Players having played the greatest number of consecutive Rubbers shall withdraw; but when all have played the same number they must cut to decide upon the outgoers; the highest are out.*

Right of Entry

22. A candidate desiring to enter a table must declare his intention before any Player at the table

* See Law 14 as to value of cards in cutting.

cuts a card, whether for the purpose of beginning a new Rubber or of cutting out.

23. In the formation of new tables candidates who have not played at any existing table have the prior right of entry. Others decide their right to admission by cutting.

24. When one or more Players belonging to an existing table aid in making up a new one he or they shall be the last to cut out.

25. A Player who cuts into one table, while belonging to another, forfeits his prior right of re-entry into the latter unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any Player leave a table during the progress of a Rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment shall become void upon the conclusion of the Rubber, and shall not in any way affect the substitute's rights.

27. If any Player break up a table the others have a prior right elsewhere.

Shuffling

28. The pack must not be shuffled below the table nor so that the face of any card may be seen.

29. The Dealer's Partner must collect the cards from the preceding deal and has the right to shuffle first. Each Player has the right to shuffle subse-

quently. The Dealer has the right to shuffle last; but, should a card or cards be seen during his shuffling, or while giving the pack to be cut, he must re-shuffle.

30. After shuffling, the cards properly collected must be placed face downward to the left of the next Dealer, where they must remain untouched until the play with the other pack is finished.

The Deal

31. Each Player deals in his turn; the order of dealing is to the left.

32. The Player on the Dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet; if in cutting or in replacing one of the two packets a card is exposed, or if there is any confusion or doubt as to the exact place in which the pack was divided, there must be a fresh cut.

33. When the Player whose duty it is to cut has once separated the pack, he can neither re-shuffle nor re-cut, except as provided in Law 32.

34. Should the Dealer shuffle the cards after the cut, the pack must be cut again.

35. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt.

36. In the event of a misdeal the cards must be dealt again by the same Player.

A New Deal

37. There *must* be a new deal—

a If the cards are not dealt into four packets, one at a time and in regular rotation, beginning at the Dealer's left.

b If, during a deal, or during the play, the pack is proven incorrect or imperfect.

c If any card is faced in the pack or is exposed during the deal on, above, or below the table.

d If any Player has dealt to him a greater number of cards than thirteen, whether discovered before or during the play.

e If the Dealer deal two cards at once and then deal a third before correcting the error.

f If the Dealer omit to have the pack cut and either Adversary calls attention to the fact prior to the completion of the deal and before either Adversary has looked at any of his cards.

g If the last card does not come in its regular order to the Dealer.

38. Should three Players have their right number of cards, the fourth less, and not discover such deficiency until he has played, the deal stands; he, not being Dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any Player may search the other pack for it or them.

39. If, during the play, a pack be proven incorrect, such proof renders the current deal void but does not affect any prior score. (See Law 37 *b*.)

If during or at the conclusion of the play one Player be found to hold more than the proper number of cards and another have an equal number less, the deal is void.

40. A Player dealing out of turn or with the Adversaries' cards may be corrected before the last is dealt, otherwise the deal must stand and the game proceed as if the deal had been correct, the Player to his left dealing the next hand. A Player who has looked at any of his cards may not correct such deal, nor may his Partner.

41. A Player can neither cut, shuffle, nor deal for his Partner without the permission of his Adversaries.

Declaring Trumps

42. The Dealer, having examined his hand, must declare to win at least one odd trick, either with a declared suit or at "No-Trumps."

43. After the Dealer has made his declaration, each Player in turn, commencing with the Player on the Dealer's left, has the right to pass, to make a higher declaration, to double the last declaration made, or to redouble a declaration which has been doubled, subject to the provisions of Law 54.

44. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered a higher declaration—*e. g.*, a declaration of "Three-Spades" is a higher declaration than "One-Club."

45. A Player in his turn may over-bid the previous adverse declaration any number of times, and may also over-bid his Partner, but he cannot over-bid his own declaration which has been passed by the three others.

46. The Player who makes the final declaration shall play the combined hands of himself and his Partner (the latter becoming Dummy), unless the winning suit was first bid by the Partner, in which case he, no matter what bids have intervened, shall play the hand.

47. When the Player of the two hands (hereinafter termed "the Declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won. (See Laws 4 and 6.) When he fails, neither the Declarer nor his Adversaries score anything toward the game, but his Adversaries score in the Honor column 50 points for each under-trick—*i. e.*, each trick short of the number declared; or, if the declaration has been doubled, or redoubled, 100 or 200, respectively, for each such trick.

48. The loss on the original declaration by the dealer of "One-Spade" is limited to 100 points whether doubled or not, unless redoubled. Honors are scored as held.

49. If a Player make a declaration (other than passing) out of turn, either Adversary may demand a new deal, or may allow the declaration so made to stand, in which case the bidding shall continue as if the declaration had been in order.

50. If a Player make an insufficient or impossible declaration either Adversary may demand that it be penalized, provided such demand be made before an Adversary has passed, doubled, or declared. In case of an insufficient declaration the penalty is that the Declarer must make his bid sufficient, and his Partner is debarred from making any further declaration unless an Adversary subsequently bids or doubles. In case of an impossible declaration the penalty is that the Declarer is considered to have bid to take all the tricks and his Partner cannot further declare unless an Adversary subsequently bids or doubles. Either Adversary, instead of accepting the impossible declaration, may demand a new deal or may treat his own or his Partner's last previous declaration as final.

51. If, after the final declaration has been made, an Adversary of the Declarer give his Partner any information as to any previous declaration, whether made by himself or an Adversary, the Declarer may call a lead from the Adversary whose next turn it is to lead; but a Player is entitled to inquire, at any time during the play of the hand, what was the final declaration.

52. A declaration legitimately made cannot be altered after the next Player has passed, declared, or doubled. Prior to such action by the next Player, a declaration inadvertently made may be corrected.

Doubling and Re-doubling

53. The effect of doubling and re-doubling is that the value of each trick over six is doubled or quadrupled, as provided in Law 4; but it does not alter the value of a declaration—*e. g.*, a declaration of "Three Clubs" is higher than "Two Royal Spades" even if the "Royal-Spade" declaration has been doubled.

54. Any declaration can be doubled and re-doubled once, but not more; a Player cannot double his Partner's declaration, nor re-double his Partner's double, but he may re-double a declaration of his Partner which has been doubled by an Adversary.

55. The act of doubling or re-doubling re-opens the bidding. When a declaration has been doubled or re-doubled, any Player, including the Declarer or his Partner, can in his proper turn make a further declaration of higher value.

56. When a Player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in the Honor column and a further 50 points for each additional trick. If he or his Partner has re-doubled, the bonus is doubled.

57. If a Player double out of turn, either Adversary may demand a new deal.

58. When the final declaration has been made

the play shall begin, and the Player on the left of the Declarer shall lead.

Dummy

59. As soon as the Player to the left of the Declarer has led, the Declarer's Partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the Declarer.

60. Before placing his cards upon the table the Declarer's Partner has all the rights of a Player, but after so doing takes no part whatever in the play, except that he has the right—

a To ask the Declarer whether he has any of a suit in which he has renounced.

b To call the Declarer's attention to the fact that too many or too few cards have been played to a trick.

c To correct the claim of either Adversary to a penalty to which the latter is not entitled.

d To call attention to the fact that a trick has been erroneously taken by either side.

e To participate in the discussion of any disputed question of fact after it has arisen between the Declarer and either Adversary.

f To correct an erroneous score.

61. Should the Declarer's Partner call attention to any other incident of the play in consequence of which any penalty might have been exacted, the Declarer is precluded from exacting such penalty.

62. If the Declarer's Partner, by touching a card

or otherwise, suggest the play of a card from Dummy, either Adversary may call upon the Declarer to play or not play the card suggested.

63. Dummy is not liable to the penalty for a revoke; if he revoke and the error be not discovered until the trick is turned and quitted, whether by the rightful winners or not, the trick must stand.

64. A card from the Declarer's own hand is not played until actually quitted; but should he name or touch a card in the Dummy, such card is considered as played unless he, in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which one to play.

Cards Exposed Before Play

65. If, after the cards have been dealt and before the trump declaration has been finally determined, any Player lead or expose a card, the Partner of the offending Player may not make any further bid or double during that hand, and the card is subject to call. When the Partner of the offending Player is the original Leader, the Declarer may prohibit the suit of the exposed card being the initial lead.

66. If, after the final declaration has been made and before a card is led, the Partner of the Leader to the first trick expose a card, the Declarer may, in addition to calling the card, prohibit the lead of the suit of the exposed card; should the rightful Leader expose a card it is subject to call.

Cards Exposed During Play

67. All cards exposed after the original lead by the Declarer's Adversaries are liable to be called, and such cards must be left face upward on the table.

68. The following are exposed cards:

1st. Two or more cards played at once.

2d. Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.

3d. Any card so held by a Player that his Partner sees any portion of its face.

4th. Any card mentioned by either Adversary as being held by him or his Partner.

69. A card dropped on the floor or elsewhere below the table or so held that an Adversary but not the Partner sees it is not an exposed card.

70. If two or more cards are played at once by either of the Declarer's Adversaries, the Declarer shall have the right to call any one of such cards to the current trick, and the other card or cards are exposed.

71. If, without waiting for his Partner to play, either of the Declarer's Adversaries play or lead a winning card, as against the Declarer and Dummy, and continue (without waiting for his Partner to play) to lead several such cards, the Declarer may demand that the Partner of the Player in fault win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

72. If either or both of the Declarer's Adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either Adversary retain his hand he cannot be forced to abandon it. Cards exposed by the Declarer are not liable to be called. If the Declarer say, "I have the rest," or any other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His Adversaries are not liable to have any of their cards called should they thereupon expose them.

73. If a Player who has rendered himself liable to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit he lead another, having in his hand one or more cards of the suit demanded (Laws 76 and 93), or if, called upon to win or lose a trick, fail to do so when he can (Laws 71, 80, and 92), or if, when called upon not to play a suit, fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

74. A Player cannot be compelled to play a card which would oblige him to revoke.

75. The call of an exposed card may be repeated until such card has been played.

Leads Out of Turn

76. If either of the Declarer's Adversaries lead out of turn the Declarer may either treat the card

so led as an exposed card or may call a suit as soon as it is the turn of either Adversary to lead.

77. If the Declarer lead out of turn, either from his own hand or from Dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any Player lead out of turn and the three others follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third, play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the Declarer's Adversaries, may be penalized as provided in Law 76.

79. If a Player called on to lead a suit has none of it, the penalty is paid.

Cards Played in Error

80. Should the fourth hand, not being Dummy or Declarer, play before the second, the latter may be called upon to play his highest or lowest card of the suit played or to win or lose the trick.

81. If any one, not being Dummy, omit playing to a trick and such error is not corrected until he has played to the next, the Adversaries or either of them may claim a new deal; should either decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

82. When any one, except Dummy, plays two

or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may have made. When during the play the error is detected, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and the card or cards restored to the original holder, who (not being Dummy) shall be liable for any revoke he may meanwhile have made.

The Revoke*

83. A revoke occurs when a Player, other than Dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs is turned and quitted by the rightful winners (*i. e.*, the hand removed from the trick after it has been turned face downward on the table); or if either the revoking Player or his Partner, whether in turn or otherwise, lead or play to the following trick.

84. The penalty for each established revoke is:

a When the Declarer revokes, his Adversaries add 150 points to their score in the Honor column, in addition to any penalty which he may have incurred for not making good his declaration.

b If either of his Adversaries revoke, the Declarer may either add 150 points to his score in the Honor column or may take three tricks from his Opponents and add them to his own. Such tricks may assist

*See Law 73.

the Declarer to make good his declaration, but shall not entitle him to score any bonus in the Honor column, in the case of the declaration havbeen doubled or re-doubled.

c When more than one revoke is made by the same side during the play of the hand the penalty for each revoke after the first shall be 100 points in the Honor column.

A revoking side cannot score except for Honors or chicane.

85. A Player may ask his Partner if he has a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question is answered in the negative, or unless the revoking Player or his Partner has led or played to the following trick.

86. If a Player correct his mistake in time to save a revoke, any Player or Players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed. If the Player in fault is one of the Declarer's Adversaries, the card played in error is exposed and the Declarer may call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the Declarer.

87. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have

been mixed the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it has been made, the accused Player or his Partner mix the cards before they have been sufficiently examined by the Adversaries.

88. A revoke must be claimed before the cards have been cut for the following deal.

89. Should both sides revoke, the only score permitted shall be for Honors in trumps or chicane. If one side revoke more than once, the penalty of 100 points for each extra revoke shall then be scored by the other side.

General Rules

90. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 82) until the end of the hand.

91. Any Player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

92. If either of the Declarer's Adversaries, prior to his Partner playing, call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it toward him, the Declarer may require such Partner to play his highest or lowest card of the suit led or to win or lose the trick.

93. Either of the Declarer's Adversaries may call his Partner's attention to the fact that he is

about to play or lead out of turn; but if during the play of a hand he make any unauthorized reference to any incident of the play, or of any bid previously made, the Declarer may call a suit from the Adversary whose turn it is next to lead.

94. In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his Adversaries.

New Cards

95. Unless a pack is imperfect, no Player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished. If they are produced during a Rubber, the Adversaries shall have the choice of the new cards. If it is the beginning of a new Rubber, the Dealer, whether he or one of his Adversaries is the party calling for the new cards, shall have the choice. New cards must be called for before the pack is cut for a new deal.

96. A card or cards torn or marked must be replaced by agreement or new cards furnished.

By-standers

97. While a by-stander, by agreement among the Players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the Players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION BRIDGE

In Auction Bridge slight intimations convey much information. A code is compiled for the purpose of succinctly stating laws and for fixing penalties for an offence. To offend against etiquette is far more serious than to offend against a law; for, while in the latter case the offender is subject to the prescribed penalties, in the former his Adversaries have no redress.

1. Declarations should be made in a simple manner, thus: "One-Heart," "One No-Trump," or "I pass," or "I double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a Player should not give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a play, a bid, or a double.

3. If a Player demand that the cards be placed, he should do so for his own information and not to call his Partner's attention to any card or play.

4. No Player, other than the Declarer, should lead until the preceding trick is turned and quitted; nor, after having led a winning card, should he draw another from his hand before his Partner has played to the current trick.

5. A Player should not play a card with such

emphasis as to draw attention to it; nor should he detach one card from his hand and subsequently play another.

6. A Player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Players should avoid discussion and refrain from talking during the play, as it may be annoying to Players at the table or to those at other tables in the room.

8. The Dummy should not leave his seat for the purpose of watching his Partner's play, neither should he call attention to the score nor to any card or cards that he or the other Players hold, nor to any bid previously made.

9. If a Player say, "I have the rest," or any words indicating the remaining tricks are his, and one or both of the other Players should expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play nor take any finesse not announced by him at the time of making such claim unless it had been previously proven to be a winner.

10. If a Player concede in error one or more tricks, the concession should stand.

11. A Player having been cut out of one table should not seek admission into another unless willing to cut for the privilege of entry.

12. No Player should look at any of his cards until the deal is completed.

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